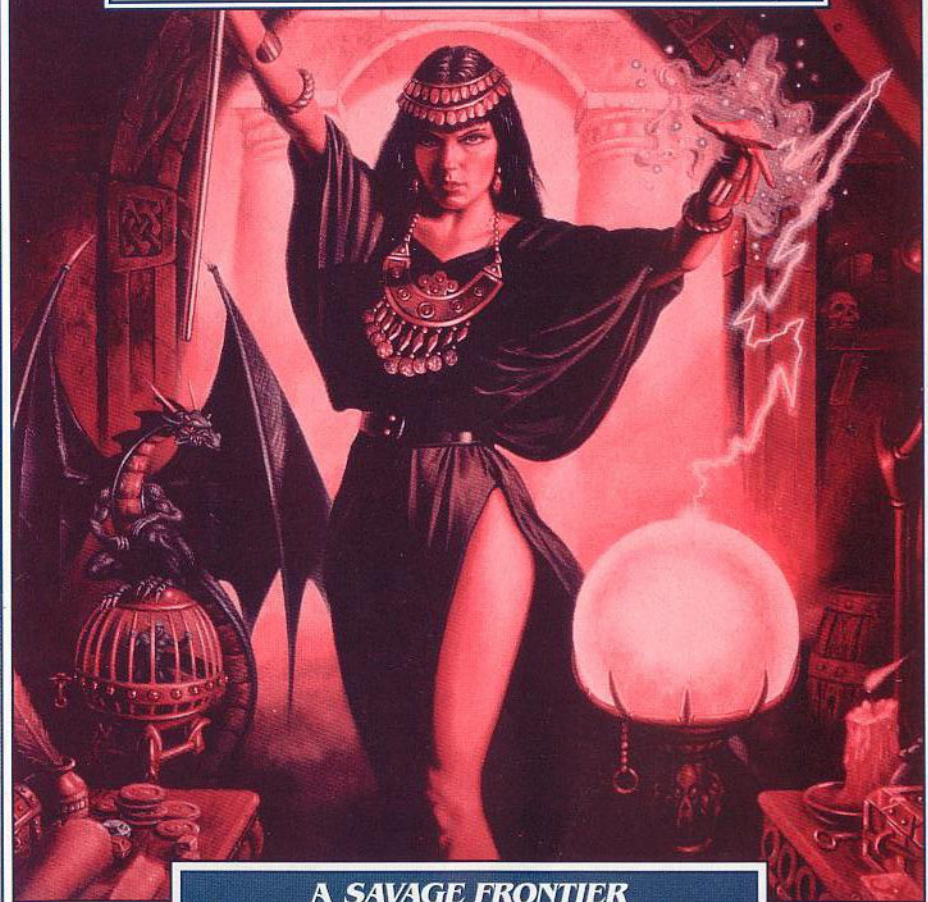


OFFICIAL  
**Advanced  
Dungeons & Dragons**  
COMPUTER PRODUCT

**GATEWAY TO THE SAVAGE FRONTIER  
RULE BOOK**



**A SAVAGE FRONTIER  
Fantasy Role-Playing Epic, Vol. I**

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## INTRODUCTION

Welcome to the official **ADVANCED DUNGEONS & DRAGONS®** computer product, **GATEWAY TO THE SAVAGE FRONTIER**, a **FORGOTTEN REALMS™** fantasy role-playing epic. This game is based on the rules and background created by TSR, Inc. and a story line created especially for this game.

Your party of adventurers has just finished a commission escorting a heavily laden caravan from Citadel Adbar to the town of Yartar. With purses full of conspicuously clinking gold, your characters spend their first night in town feasting, listening to golden-voiced bards, and revelling. Unfortunately the characters in your party made one too many new acquaintances that night...

In the morning the characters wake up in their room and look around in dismay. Everything is gone except spell books and a bag of coins that had been hidden in the room under a pillow. Armor, equipment, everything, stolen!

There is no time left for pointless anger or grumbling. The party must purchase new equipment, and find work. Find a shop and buy each character appropriate weapons and armor. After your characters are equipped, the party is ready to begin adventuring.

### Your Game Box Should Contain

- Disks
- Rule Book
- Adventurer's Journal
- Data Card

The Rule Book is designed to explain all your options and guide you through playing the game. If you are not familiar with the **ADVANCED DUNGEONS & DRAGONS®** game system, you will find helpful information about how things work in the *Adventurer's Journal*.

The *Adventurer's Journal* contains a variety of information including details about character classes, magic, combat and an introduction to

the adventure story. The *Journal* also includes the maps, information, rumors, and stories that you will need to play the game. As you play you will discover for yourself which of the tales you hear are fact and which are fiction.

The Data Card explains how to start the game and how to select items and menu options with your specific computer. It also shows how to get right into the game without having to read through the rules.

### Before You Play

There is no copy protection on your **GATEWAY TO THE SAVAGE FRONTIER** disks, so please make backup copies and put the originals away for safekeeping. When you start the game, you will be asked to answer a verification question from this rule book or the *Adventurer's Journal* before you can play. Turn to the page as indicated for either this rule book or the *Adventurer's Journal*, find the indicated word, type it in and press the Return or Enter key. Remember to count headings when looking up the word.

### Getting Started Quickly

**GATEWAY TO THE SAVAGE FRONTIER** comes with a ready-made party that allows you to begin adventuring immediately. Use the instructions on the Data Card to load the saved game that has been provided and begin playing. Use these rules to answer any questions during play.

### Using Menus

All commands are menu based, and the concept of the active character is central to the game. Outside of combat the active character's name is highlighted on the display. During combat the active character is surrounded with a cursor at the start of his combat segment.

Generally you make a character active by selecting him from a vertical party list. During combat the computer selects the active character (or foe).

If a command affects the whole party, just select the command. If the command affects a single character, make that character active and then choose the command.

#### Example:

To look at a character's items: select the character, and select the **VIEW** then **ITEMS** commands. To have the entire party camp, simply select the **ENCAMP** command.

Menus are displayed either vertically or horizontally.

Vertical menus select a character, item, or spell to be acted upon. If there are more choices than will fit on the screen at one time, use the **NEXT** and **PREV** commands to view the additional selections.

#### Example:

When purchasing items, selections are made from a vertical menu list of equipment.

Horizontal menus list available actions. In the rules, menus are shown with all of their options, although in some cases, options will not be available every time a menu appears.

#### Example:

##### Treasure Menu

**VIEW TAKE POOL SHARE DETECT EXIT**

The options **TAKE** and **SHARE** will only appear if there is treasure to take. The option **DETECT** will only appear if there is treasure and the active character has a **Detect Magic** spell available.

The rule book only shows the general menus. With many encounters special menus will appear that indicate available options.

## BEGINNING TO PLAY

To begin playing the game you must load a saved game or generate characters and band them together into a party. This first menu gives you the initial options:

**CREATE NEW CHARACTER**  
**ADD CHARACTER TO PARTY**  
**LOAD SAVED GAME**  
**INITIALIZE MOUSE/JOYSTICK** (Some computer systems)  
**EXIT TO DOS** (Some computer systems)

**CREATE NEW CHARACTER** is used to build a character. Detailed information about characters, races, classes and so on is available in the *Journal*. This command displays the following menus to define the character.

- **PICK RACE** lists six races a player-character can be in the *Forgotten Realms*.
- **PICK GENDER** lists the sex the character can be. Gender affects the character's maximum strength.
- **PICK CLASS** lists the class or classes the character is qualified for based on race.
- **PICK ALIGNMENT** lists all the possible alignments for the character based on character class.

After you select alignment, the computer randomly generates the character's ability scores. You can "reroll" the scores if you are not happy with them. Remember that you can use the **MODIFY CHARACTER** command on the Party Creation/Training Hall Menu to change the character's ability scores and hit points (HP) after the character has been generated.

- **NAME CHARACTER** provides a 15 letter space to type in the character's name. This name will be automatically saved to disk. On some computer systems the character is named after the abilities scores are generated.



- **SELECT COMBAT ICON** allows you to design the shape that will represent the character in combat. Customize this icon to represent the character's favorite weapon, armor, and colors. Different computers and graphic adapters have different capabilities; experiment to create the best icon for each character. The combat icon may be altered during the game to reflect new armor or weapons using the **ALTER** command from the Encamp Menu. On some computer systems the character will be saved after the combat icon is finished.

- EXIT from any of the character creation menus will display the Party Creation/Training Hall Menu.

**ADD CHARACTER TO PARTY** allows you to add characters to the party from the saved game disk. A party is a group of characters composed of up to six player characters (called PCs) and up to two non-player characters (called NPCs). A party should have a balanced mix of characters with different classes. For more information about building parties see the Characters and Parties section in the Journal.

**LOAD SAVED GAME** permits you to resume a game that has been previously saved. The saved game provided with *GATEWAY TO THE SAVAGE FRONTIER* can also be loaded.

**INITIALIZE MOUSE/JOYSTICK** sets up the joystick or mouse. This option is only available on some computer systems.

**EXIT TO DOS** ends play. This option is only available on some computer systems.

## Modifying Characters and Parties

The Party Creation/Training Hall Menu shows the characters currently in your party and lists the commands for creating and modifying the party. Not all of the options are available at all times.

### Party Creation/Training Hall Menu

- CREATE NEW CHARACTER
- DROP CHARACTER
- MODIFY CHARACTER
- TRAIN CHARACTER (Training Hall only)
- HUMAN CHANGE CLASS (Training Hall only)
- VIEW CHARACTER
- ADD CHARACTER TO PARTY
- REMOVE CHARACTER FROM PARTY
- LOAD SAVED GAME
- SAVE CURRENT GAME
- BEGIN ADVENTURING
- EXIT TO DOS (Some computer systems)

**DROP CHARACTER** eliminates a character from the party and erases him from the saved game disk. A dropped character may not be recovered.

**MODIFY CHARACTER** can change the character's ability scores and HP. Use **MODIFY CHARACTER** to change a character generated in *GATEWAY TO THE SAVAGE FRONTIER* to match a favorite AD&D® game character. A character cannot be modified once he has begun adventuring.

**TRAIN CHARACTER** (from Training Hall Menu only) increases a character's level when he has gained enough experience points (XP). Choose the character to train and if he has sufficient XP he will be able to advance one level. If a character has gained enough XP to advance more than one level, he will advance one level and then lose all XP in excess of one point below that required for advancement to the next level. See the section on Experience Points in the Journal for an example.

Advancing in levels takes no game time. When magic-users advance, they may add a spell to their spell book. See the Maximum Level Limits by Race, Class, and Prime Requisite chart in the Journal for level limits.

**HUMAN CHANGE CLASS** allows a human character to become a dual class character. Dual class characters lose the advantages of their first class until they exceed that level in

## CHARACTER SUMMARY SCREEN

The image shows a character sheet for a Dwarf Fighter named Korlok. The sheet is divided into several sections, each with a red box and a line pointing to a specific field. The fields are as follows:

- Name:** KORLOK
- Gender:** MALE
- Alignment:** LAWFUL GOOD
- Age:** 54
- Class:** FIGHTER
- Level:** LEVEL 5
- Status:** STATUS: OKAY
- Hit Points:** HIT POINTS 26/64
- Race:** DWARF
- Experience:** EXPERIENCE 25024
- Ability Scores:**
  - STR 18 (75)
  - INT 11
  - WIS 10
  - DEX 17
  - CON 19
  - CHA 11
- Wealth:** PLATINUM 264, GOLD 6
- Carried Weight:** ARMOR CLASS 1, THACO 14, DAMAGE 1D8+5
- Combat Movement:** ENCUMBRANCE 1185, MOVEMENT 9
- Readied Weapon & Armor:** WEAPON BATTLE AXE, ARMOR CHAIN MAIL

At the bottom of the sheet, there is a line of text: "WALK TRADE DROP EXIT".

the new class. For more information about dual class characters, look under Character Classes in the Journal.

**VIEW CHARACTER** displays a character. For more information see the Viewing Characters section.

**REMOVE CHARACTER FROM PARTY**  
transfers a character from the party to the saved game disk.

**SAVE CURRENT GAME** stores the current game to the saved game disk or directory.

**BEGIN ADVENTURING** starts the game.

## Non-Player Characters (NPCs)

During the game the party will encounter non-player characters (NPCs). They may talk to the party, attack or even offer to join the party. There are two kinds of NPCs: those who volunteer to join the party and those who will

only give information or fight the party. NPCs that join the party are treated like player characters with a few differences. The computer commands NPCs in battle. They have morale. If things are going badly for the party, NPCs may run. Items can be traded to some NPCs, but they cannot be traded from conscious NPCs to other characters. If an NPC dies, however, you can use the **TRADE** command on the Items Menu to take his items. Only two NPCs at a time may join the party and they may take a share of all treasures found.

## Viewing Characters

The VIEW command displays the character summary screen.

Characters have little money after being robbed at the start of the adventure. They accumulate wealth, in the form of gems, jew-



elry, and coins as they go. The value of gems and jewelry varies, and can only be determined by having the items appraised. Coins always have the same values. Platinum coins are the most valuable while gold and copper are more common. The relative value of each kind of coin is as follows:

1 platinum piece (pp) = 5 gold pieces (gp) = 10 electrum pieces (ep) = 100 silver pieces (sp) = 1000 copper pieces (cp)

Encumbrance is the total weight (in gold pieces) the character is carrying.

Combat Movement is how many squares a character can move during a combat segment. This is based on his readied armor, strength, and total encumbrance.

### Character Status

**OKAY** status means that the character has positive HP and can move and fight normally.

**UNCONSCIOUS** status means that the character has exactly 0 HP. He cannot move or fight, but is in no danger of dying.

**DEAD** status means that the character has died. Non-elf characters have a chance of being resurrected with a Raise Dead spell. The character's chance of being resurrected is influenced by his constitution. See the Constitution Chart in the Journal.

**FLED** status means that the character fled from the previous battle. After the battle he will rejoin the party.

**STONE** status means that the character has been turned to stone. The character can be returned to normal with a Stone to Flesh spell, which is available in temples.

**GONE** status means that the character has been totally destroyed. Nothing can bring the character back to life.

From the View Menu several options are available to inspect the active character. Not all of these commands are available at all times.

### View Menu

ITEMS SPELLS TRADE DROP HEAL CURE EXIT

**ITEMS** will show all the equipment the character is carrying. Items preceded by a YES are ready for use. Not all commands in the Items Menu are always available.

### Items Menu

READY USE TRADE DROP HALVE JOIN SELL ID EXIT

- **READY** is used to change the status of a weapon, armor, or other item. Only readied items can be used in combat. A character cannot ready more than two hand-held items at once. Arrows and crossbow quarrels are assumed to be in a quiver and can be readied at all times. Some items will take both hands when readied (bows, quarter staffs, etc.), some take only one (long swords, wands, etc.), and others take no hands (rings, armor, etc.). On some systems there are items that can only be readied or unreadied while in either camp or combat.

- **USE** activates an item. If you are using an item in combat, the Aim Menu will appear if the item can be targeted. See the Combat section for details about the Aim Menu.

- **TRADE** is used to transfer an item from one character to another. Choose the character to trade to and then choose the item or items to trade. Remember that a conscious NPC will not give up an item once he has it.

- **DROP** permanently removes items from a character. Dropped items may not be recovered.

- **HALVE** will divide a bundle of some item into two bundles. For example, halve would turn one bundle of 42 arrows into two groups of 21 arrows each. This is handy for dividing items to distribute among party members.

- **JOIN** combines all similar items into one line. No more than 255 similar items can be

joined on one line. Some items, such as potions, cannot be joined.

- **SELL** is described under the Shop Menu.

- **ID** is described under the Shop Menu.

**SPELLS** is a listing of the spells a character has memorized and can cast.

**TRADE** is used to transfer money, gems, and jewelry from one character to another. Indicate which character is to receive, and then indicate what and how much is traded to the other character.

**DROP** permanently removes money from a character. Dropped money may not be recovered.

**HEAL** is an ability of paladins. Paladins may heal two HP (per level) of damage a day. Select the HEAL command and then select the character to be healed. This command is only displayed when a paladin has a heal available.

**CURE** is another ability of paladins. A paladin may perform one Cure Disease per week at levels 1-5 and two cures per week at levels 6-8. This option is only displayed if the paladin has a cure available.

## ADVENTURING

After setting up your party and reading the background information in the Adventurer's Journal, it is time to head for adventure, fame, and glory. During your adventuring the party will engage in fierce battles, find treasures, and sometimes have to stop, recuperate, and memorize spells for future use.

### Display Screens and Points of View

**GATEWAY TO THE SAVAGE FRONTIER** uses four different points of view: 3-D, Area, Wilderness, and Combat.

3-D appears in town, underground and so on. This view appears at the top left of your screen and shows the surrounding area from the

party's perspective. Rotate the party's facing and move using the directional controls. The direction controls for your computer are described on the Data Card.

**Area** provides an overhead view of the party's surroundings, replacing the 3-D view. Choose the AREA command from the Adventure Menu. This view is not available in all regions.

In the area display a cursor shows the party's position. On some computer systems, the cursor is an arrow that indicates current party facing. On some computer systems you may move around while in the area view, on others this view is only to help you get your bearings.

To the right of the point of view window, in either 3-D or Area, are the map coordinates, current time, facing direction (N, S, W, E) and what the party is doing (searching, camping, etc.).

**Wilderness** view displays a map in the view window with a cursor indicating the party's current location. You get to this view when you leave a town or other developed area. There is a map of the adventure region in the Journal on pages 21 and 22. Use the cursor keys to move around on the map and go from location to location.

Combat view occurs automatically whenever the party engages in battle. The combat screen is a detailed view of the area the party was in when the encounter began.

## Adventuring Options

The following menus control most adventuring options:

### Adventure Menu

MOVE AREA CAST VIEW ENCamp SEARCH LOOK

**MOVE** is used to change the party's facing or to move forward. The party can turn right or left, turn around, or move forward. Normally in 3-D or Area, each move forward takes one



minute of game time. If the party has Search on, each move takes ten minutes. Refer to the Data Card for computer-specific movement information. Select EXIT to return to the Adventure Menu.

**AREA** toggles between the area and 3-D view. In some regions this command may not be available.

**CAST** displays the Cast Menu if the active character is a spell-caster. See the Magic section for more information. Some spells only have an effect in combat.



“The forboding aura of the ruined ship had kept the curious away. But to save the town, we had no choice but to go aboard...”

**VIEW** displays the character screen and the View Menu.

**ENCAMP** displays the Encamp Menu. See the Encamp section for a description of the available commands.

**SEARCH** toggles searching on and off. A party moving with Search off is moving at a normal rate of one minute per move. With Search on the party takes 10 minutes per move because they are checking for secret doors, traps, etc. When a party has Search on, SEARCH will be displayed on the screen to the right of the point of view window. Because the party is moving very slowly with Search on, the chance for random encounters is greatly increased.

**LOOK** is used to search an individual square. A LOOK command acts as if the party moved into the current square with SEARCH on.

## Encamping

The Encamp Menu includes options such as saving the game, resting to heal and memorize spells, and changing items such as game speed or party order.

### Encamp Menu

SAVE VIEW MAGIC REST ALTER FIX EXIT

**SAVE** stores the characters and current game to the saved game disk or directory. Save often—especially after surviving really tough encounters. See your Data Card for computer-specific saving instructions.

**VIEW** displays the View Menu and the character screen of the active character.

**MAGIC** is a very important part of GATEWAY TO THE SAVAGE FRONTIER and is described under its own heading.

**REST** allows characters to memorize spells and to heal naturally. When spells are being memorized, the initial rest time is established by the time necessary to memorize any spells selected from the MEMORIZE command in the Magic Menu. For every 24 uninterrupted hours of rest in camp, each wounded character regains one HP. Rest can be interrupted by encounters. If possible find safe places to take long rests, such as an inn or places that you are told are safe during the game.

Characters automatically rememorize the spells they have used by simply selecting this command. This saves having to make selections from the Memorize Menu.

### Rest Menu

REST DAYS HOURS MINUTES ADD SUBTRACT EXIT

- **REST** begins the resting process. Unless interrupted, the party will rest for the indicated time.
- **DAYS/HOURS/MINUTES** selects the unit of time to be changed by the ADD and SUBTRACT options. This option is not available on all computer systems.

- **ADD/SUBTRACT** increases or decreases the time that the party will attempt to rest. Decreasing the time may not allow spell-casters to memorize all of their spells.

**ALTER** is used to change the characters in the party and the parameters of the game. The Alter Menu includes:

### Alter Menu

ORDER DROP SPEED ICON LEVEL EXIT

- **ORDER** changes how the characters are listed on the screen and how they are deployed in combat. Characters at the top of the list tend to be at the front line in combat.
- **DROP** eliminates a character from the party and erases him from the saved game disk. A dropped character is gone forever and may not be recovered.
- **SPEED** controls the rate at which messages are printed on the screen. If the game is running too slowly, use the FASTER command to speed up the displays.
- **ICON** is used to change a character's combat icon.
- **LEVEL** permits you to adjust combat difficulty.

### Level Menu

NOVICE SQUIRE VETERAN ADEPT CHAMPION EXIT

The game is preset at the Veteran level. This is the level at which we consider the game to be "balanced." To make the combat encounters easier, choose either the Novice (easiest) or Squire level. To make the combat more difficult, choose either the Adept or Champion (hardest) level.

When you choose to make the game more difficult, you are rewarded by receiving more experience points from your combat encounter. When you choose to make the game easier, you are penalized by receiving fewer experience points from your combat encounter.

Receiving less experience points will slow the rate at which your characters advance levels.

Advancing at a slower rate will give you less powerful characters which, in the long run, may more than offset the benefits of playing at an "easy" level.

**FIX** is used to heal many wounded characters with a single command. All characters with first level clerical spells will memorize as many Cure Light Wounds as they can, cast them on the party, and then rememorize their previous spells automatically. FIX takes game time and may be interrupted by an encounter. FIX will not return HP to diseased characters, a Cure Disease spell must first be cast upon them.

## Magic

To get the Magic Menu options, the active character must be able to cast spells. Spell-casters can get a list of their memorized spells from the CAST option of the Magic Menu or from the SPELLS option of the View Menu. They can get a list of their spells on scrolls from the SCRIBE option of the Magic Menu.

Spells are defined by who can cast them (cleric or magic-user), when they can be cast, and their range, duration, area of effect, and, of course, their actual effect. The Spell Parameters List in the Journal summarizes all of the available spells. When using spells from the Encamp Menu or the Adventure Menu (such as Find Traps), remember that one round equals one minute of game time (one normal move) and one turn equals ten minutes of game time (ten normal moves). For more information about magic and the effects of spells look in the Journal.

### Magic Menu

CAST MEMORIZE SCRIBE DISPLAY REST EXIT

**CAST** displays the Cast Menu and the character's list of memorized spells. Select the spell to cast and then indicate the target of the spell. Once a spell is cast it is gone from memory until it is memorized again. Some spells only have an effect when cast during combat and others may only be cast while encamped.



**MEMORIZE** displays the Memorize Menu, the character's spell book or clerical spell list, and how many spells of each level the spell-caster may memorize. Once all characters have selected the spells they want to memorize, choose the REST command to actually memorize the spells.

Remember that a spell-caster can have the same spell memorized multiple times, and automatically rememorizes used spells simply by selecting the REST or FIX command.

### Memorize Menu

MEMORIZE NEXT PREV EXIT

- **MEMORIZE** selects a spell to be memorized. A spell is not actually memorized until it has been chosen from the Memorize Menu and the character has rested long enough to imprint the spell on his mind. After selecting the spells to memorize, the computer will verify your choices.

- **NEXT/PREV** cycles through the available spells if they do not fit on one screen.

**SCRIBE** displays the Scribe Menu and a list of all of the spells on magic-user scrolls. Before spells can be scribed, they must either be identified at a shop or temple, or the magic-user must have cast Read Magic on them. Indicate any spells to be scribed into the character's spell book. Once all characters have indicated the spells they want to scribe, choose the REST command to actually scribe the spells. Scribing a spell takes the same amount of time as memorizing the same spell.

### Scribe Menu

SCRIBE NEXT PREV EXIT

- **SCRIBE** selects a spell to scribe from a magic-user scroll into a spell book.

- **NEXT/PREV** cycles through the available spells if they do not fit on one screen.

**DISPLAY** lists the magic that currently affects the party. This includes spells like Bless or Invisibility plus effects like diseases. This is an important command because diseased characters will not regain HP until they have a Cure Disease spell cast on them. Also, if the party is carrying certain magical items they will be displayed here — these items are needed to complete the game.

**REST** displays the Rest Menu referred to in the Encamp section.

Remember: A character's spells are not memorized until he has rested the necessary time.

## CIVILIZATION

Towns provide many valuable services and supplies for the adventurer. In these places you will find inns, shops, training halls, temples, and taverns. Go to town not only to adventure, but also to purchase new equipment and magic items, hire healing services, and rest to regain spells and hit points.

Inns are safe resting places where party members can recuperate and regain spells and hit points.

Shops are places to buy and sell equipment using the Shop Menu.

### Shop Menu

BUY ITEM VIEW TAKE POOL SHARE APPRAISE EXIT

**BUY** displays the items available in the shop. Select the items that the active character will buy.

**ITEM** is a shortcut that is identical to selecting VIEW and then ITEM.

**VIEW** displays the character screen with the SELL and ID commands available in the Items Menu.

- **SELL** causes the shopkeeper to make an offer on the highlighted item. Sold items may not be recovered.

- **ID** is used to identify an item. The shop charges 100 gold pieces for the service.

**TAKE** is used to pick up coins from the party's money pool. Indicate the type and amount of coins, gems, or jewelry to take.

**POOL** places all of the party members' coins, gems, and jewelry into a pool which any member may use to make purchases. Use the TAKE or SHARE commands to pick up coins, gems, and jewelry from the money pool.

**SHARE** picks up all the coins, gems, and jewelry from the pool and distributes shares among the party.

**APPRAISE** is available at a shop or temple, to find the monetary value of any gems or jewelry the character has. Choose a gem or item of jewelry and an appraisal and purchase offer will be made. Accept the offer and the item is sold. Reject the offer and the gem or piece of jewelry becomes an item on the character's item list.

The Temple offers healing spells and performs other clerical services. The commands on the Temple Menu are the same as those on the Shop Menu with the addition of the HEAL command.

### Temple Menu

HEAL VIEW TAKE POOL SHARE APPRAISE EXIT

**HEAL** displays a list of the temple's healing spells. Select the character on whom to cast the spell, and then the spell to be cast. There are costs for the temple services.

The Tavern is a rowdy place full of gossip, stories, and information. Buy a round of drinks and listen to the stories.

Vaults store money and equipment for you. There are vaults in Yartar, Silvermoon, and Neverwinter, although only the one in Yartar is open at the start of the game. See your Data Card for details.

Many towns in the Savage Frontier are built where rivers cross important overland trade routes. These towns all have Boat Rental Shops where you can rent a boat that will take you to another town. Upon arrival in a new town you will land in another rental shop where they will refund your deposit.

When traveling through the wilderness on a boat, you must stay on the river. The computer will ask if you want to abandon your boat if you try to move off the river. Unattended boats are quickly stolen and lost forever.

## Traveling on the Trackless Sea

The company of the Brazen Pennant offers passenger service between Luskan and islands in the Trackless Sea, including Cunderlun and Tuern. Their dock is located in the northwest area of Luskan and they charge for their services.

On some of the islands, you may also be able to find other boats that will take the party to different destinations in the Trackless Sea.

## ENCOUNTERS

When a party comes across monsters or NPCs, an encounter occurs. If the party attacks immediately it may receive a bonus to its initiative in combat. If the monsters surprise the party, the monsters can attack immediately and get a bonus to their initiative in combat. If the monsters do not attack immediately, the party can react by choosing from an Encounter Menu. Encounter menus vary and they list options for new situations.

### Sample Encounter Menu

COMBAT WAIT FLEE ADVANCE

In this sample menu you have opportunities to fight immediately, wait and see, run away, or move forward.



## Combat

In combat the computer chooses the active character. Characters with higher dexterity will tend to go before characters with lower dexterity. A character may hold his action until later with the DELAY command. There is a more detailed description of combat in the Journal.

The active character will be centered on the screen at the start of his combat segment. The active character's name, HP, Armor Class, and current weapon are displayed. The Combat Menu lists the character's options.

### Combat Menu

MOVE AIM USE CAST TURN GUARD QUICK  
DELAY BANDAGE VIEW SPEED END

**MOVE** allows a character to move. Attack by moving the character into an enemy's square. If the character moves away from an adjacent enemy, the enemy gets a free attack at the character's back.

**AIM** allows weapons or spells to be targeted. When aiming a ranged weapon, the range to the target will be displayed above the menu bar on some systems. If a character moves adjacent to an enemy, and has no more movement remaining, the AIM command can be used to attack with a melee weapon (sword, mace, etc). The AIM command can also be used to survey the condition of your party and enemies. As you move the aim cursor over a character or monster, information about him will be displayed on the right of your screen.

### Aim Menu

NEXT PREV MANUAL TARGET CENTER EXIT

- **NEXT** is used to look at all possible targets, starting with the closest target and then going to the next farthest and so on. NEXT and PREV only indicate targets in the character's line of sight.

- **PREV** (Previous) is the opposite of the NEXT command. Use this command to look at the possible targets starting with the farthest target

and working back toward the character. This command is most often used to select a target for a missile or magic attack.

- **MANUAL** permits the player to aim anywhere on the map. Only targets in the character's line of sight can actually be fired at.

- **TARGET** is used to fire a missile or spell at the enemy where the cursor is currently located. This command can also be used to attack an adjacent enemy with a melee weapon (sword, mace, etc). If this option is not displayed the target is out of range, not in line of sight, or invisible.

- **CENTER** will center the screen around the cursor. This is helpful when targeting manually. This option is not available on all computer systems.

**USE** allows a character to activate an item without having to go through the View Menu. Items such as scrolls and wands may then be targeted with the Aim Menu.

**CAST** is only available to spell-casters when they have spells available. The spell-caster selects from the list of available spells and then targets with the Aim Menu. If the character has been hit recently his concentration may have been broken and the CAST option will not appear.

**TURN** is a clerical power that attempts to destroy undead monsters or drive them away from the party. This will not affect the more powerful undead types, and has no effect on any other kind of monster.

**GUARD** sets a character to stand and attack the first enemy that moves adjacent. GUARD is only an option if a character is armed with a melee weapon.

**QUICK** turns control of the character over to the computer. See the Data Card for instructions on how to regain manual control of a character. Under computer control, a fighting character with a readied missile weapon and ammo will tend to hang back and attack from

a distance. If the character has no readied missile weapon, he will ready a melee weapon and charge toward the enemy. Single class magic-users will fire missile weapons and cast spells if magic is turned on (see your Data Card for details). They will never rush into close combat, even if all of their missile attacks are expended.

Characters will remain under computer control for all subsequent combats until manual control is again selected. When a spell-caster character is on quick, you may toggle his spell casting on and off — consult your Data Card for instructions on how to do this on your computer.

**DELAY** causes the character to hold his turn until after the other characters and monsters have acted.

**BANDAGE** only appears if a party member is bleeding to death. The BANDAGE command will stop the bleeding and keep the character from dying.

**VIEW** displays the character screen and View Menu. The USE command appears on the Items Menu to permit items such as wands to be used in combat.

**SPEED** changes the game speed and is described under the ALTER command in the Encamp Menu.

**END** quits a character's turn.

## After Combat

When combat is over you will see how much XP each character receives and then the Treasure Menu is displayed. Most of the Treasure Menu commands work like the commands in the Temple and Shop Menus.

### Treasure Menu

VIEW TAKE POOL SHARE DETECT EXIT

**VIEW** displays the character screen and View Menu.

**TAKE** permits the active character to pick up treasure from defeated monsters. This will only appear if the monsters had treasure or the party has pooled its funds. A character carrying a large number of coins and heavy equipment can be slowed in combat.



“As we slowly approached, the noble beast surveyed us with eyes that bespoke of great intelligence.”

### Take Menu

ITEMS MONEY EXIT

- **ITEMS** lists the equipment in the treasure. Frequently, the weapons and armor used by monsters are not listed because they are poor quality and not worth taking.

- **MONEY** displays the number and type of coins, gems, and jewelry in the treasure. Indicate the type then number of items the active character takes.

**POOL** drops all of the party members' coins into the treasure. Use the TAKE or SHARE commands to pick up coins from the treasure.

**SHARE** picks up the money treasure, divides it into shares, and distributes it among the party.

**DETECT** casts a Detect Magic spell from the current active character. Magic items in the treasure will be marked with a '+' or an '\*'. This option will only appear if the active character has a Detect Magic spell available.



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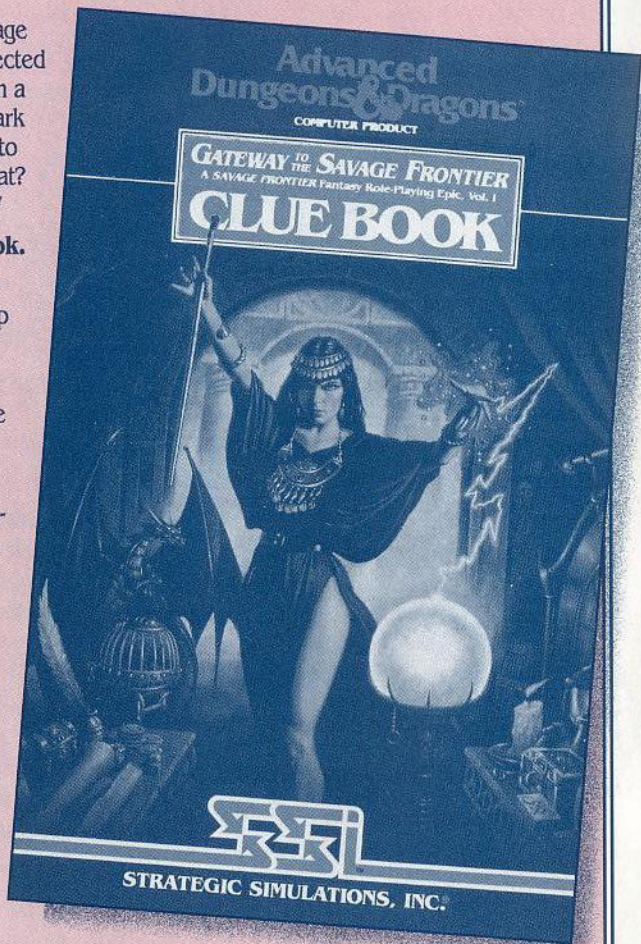
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